



# News Release

3D Systems Corporation  
333 Three D Systems Circle  
Rock Hill, SC 29730

[www.3dsystems.com](http://www.3dsystems.com)  
NYSE: DDD

**Investor Contact:** Stacey Witten  
Email: [Stacey.Witten@3dsystems.com](mailto:Stacey.Witten@3dsystems.com)

**Media Contact:** Alyssa Reichental  
Email: [Press@3dsystems.com](mailto:Press@3dsystems.com)

## 3D Systems Brings New Digital Literacy to USA Science and Engineering Festival

- 21<sup>st</sup> century classroom tools featured include Cube<sup>®</sup>, Sense<sup>™</sup>, Touch<sup>™</sup>
- 3D printing technology creates new digital literacy for America's students

**ROCK HILL, South Carolina – April 22, 2014 –** [3D Systems](#) (NYSE:DDD) announced today that it will be bringing its 3D PRINTING 2.0 capabilities to the [USA Science and Engineering Festival](#) in Washington, D.C. At this event 3DS will demonstrate how 21<sup>st</sup> century tools support and promote digital literacy by showcasing the contributions of 3D printing in K-12 STEAM education and after-school programs. The company invites attendees to experience 3D design, scanning and printing live at the event. The event will be held at the Walter E. Washington Convention Center in Washington, D.C., from April 26 – 27, 2014.

3DS will be featuring its latest professional and consumer 3D printing technologies that are specifically optimized for K-12 education and together, create a new level of digital literacy. 3DS offers special discounted bundles and free curriculums and resources to schools and independent educational programs [here](#).



3DS is also supporting America Makes, providing 3D printers for a hands-on interactive experience in booth #761 in the Engineering Pavilion Hall A, as well as support for the YouthQuest Foundation in booth #1136 in the Engineering Pavilion, Hall A.

Amanda Boxtel, who was paralyzed from a skiing accident and is now standing tall with the help of a 3D printed hybrid Exoskeleton robotic suit, will deliver a keynote on April 27, 2014, and discuss ways to enhance mobility with Bionic Exoskeleton Technology. Recently 3DS collaborated with Amanda to design and 3D print parts of her robotics suit to mimic her natural anatomy and reflect her personal style for increased physical and emotional comfort and function. See Amanda walk [here](#).

3DS' education-centric installation in booth #1039 in the Engineering Pavilion, Hall A will showcase its select education and youth partner offerings as well as advanced manufacturing, design and consumer 3D printers, 3D scanners, 3D modeling software and 3D printed products:

**City X Project** – prospective educators can explore the City X Project's newly released curriculum and toolkit that gets kids designing and 3D printing meaningful projects within a three-day workshop. The City X Project was globally tested in a yearlong pilot program in locations including California, Hungary, Lebanon and Singapore, and is Common Core-guided. The free toolkit is available at [cityxproject.com/toolkit](http://cityxproject.com/toolkit).

**Blokify** – kids, teachers and parents alike can quickly design castles, ships, rockets and original creations from this easy mobile app that uses blocks to make 3D design accessible to everyone. Blokify is fully gamified and all creations are 3D printable for home printers and cloud printing at [Cubify.com](http://Cubify.com).

**Cube® 3D Printers** – attendees can see 3DS' award winning home and classroom 3D printers live print at the event. The Cube series of printers range from the affordable Cube 3D printer to the advanced, triple-color, multi-material CubePro™ that will be available later in 2014.

**Wireless physical photography** – attendees can get live scanned with 3DS' Sense™ 3D scanner for PC and Mac users. It provides seamless optimization for 3D printing. Ideal for physical photography, the Sense is priced at \$399, including software, and can scan anything from six inches to ten feet in dimension. Sense can be integrated beyond STEAM education and is one of the easiest tools to introduce 3D technology to students of all ages.

**Perceptual 3D mouse** – Attendees can use the first-ever haptic-based consumer 3D mouse, the Touch™, for intuitive 3D sculpting and design. The Touch features instant force feedback that mimics the sensation of physical sculpting, and is compatible with 3DS' Cubify® Sculpt™ software, providing a powerful virtual design experience for K-12 STEAM classes. Priced at \$499 with software, the Touch is expected to be ready for commercial shipment during the second quarter of 2014.

**Integrated scan-to-design and inspection tools and print drivers** – also being demonstrated is 3DS' popular Geomagic® Capture®, the industry's first integrated scan-based design and inspection solution, as well as its best-selling Geomagic Freeform® design software optimized for industrial designers, jewellers and medical applications. Geomagic Capture and Geomagic Freeform are ideal for advanced high school STEAM classes and give students experience with tools and workflows they will encounter in the workforce.

Learn more about 3D Systems' commitment to manufacturing the future today at [www.3dsystems.com](http://www.3dsystems.com).

## **About 3D Systems Corporation**

3D Systems is a leading provider of 3D printing centric design-to-manufacturing solutions including 3D printers, print materials and cloud sourced on-demand custom parts for professionals and consumers alike in materials including plastics, metals, ceramics and edibles. The company also provides integrated 3D scan-based design, freeform modeling and inspection tools and integrated 3D planning and printing digital thread that for personalized surgery and patient specific

medical devices. Its products and services replace and complement traditional methods and reduce the time and cost of designing new products by printing real parts directly from digital input. These solutions are used to rapidly design, create, communicate, prototype or produce functional parts and assemblies, empowering customers to *manufacture the future*.

### **Leadership Through Innovation and Technology**

- 3DS invented 3D printing with its Stereolithography (SLA) printer and was the first to commercialize it in 1989.
- 3DS invented Selective Laser Sintering (SLS) printing and was the first to commercialize it in 1992.
- 3DS invented the Color-Jet-Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.
- 3DS invented Multi-Jet-Printing (MJP) printers and was the first to commercialize it in 1996.

Today its comprehensive range of 3D printers is the industry's benchmark for production-grade manufacturing in aerospace, automotive, patient specific medical device and a variety of consumer, electronic and fashion accessories.

More information on the company is available at [www.3DSystems.com](http://www.3DSystems.com).

# # #